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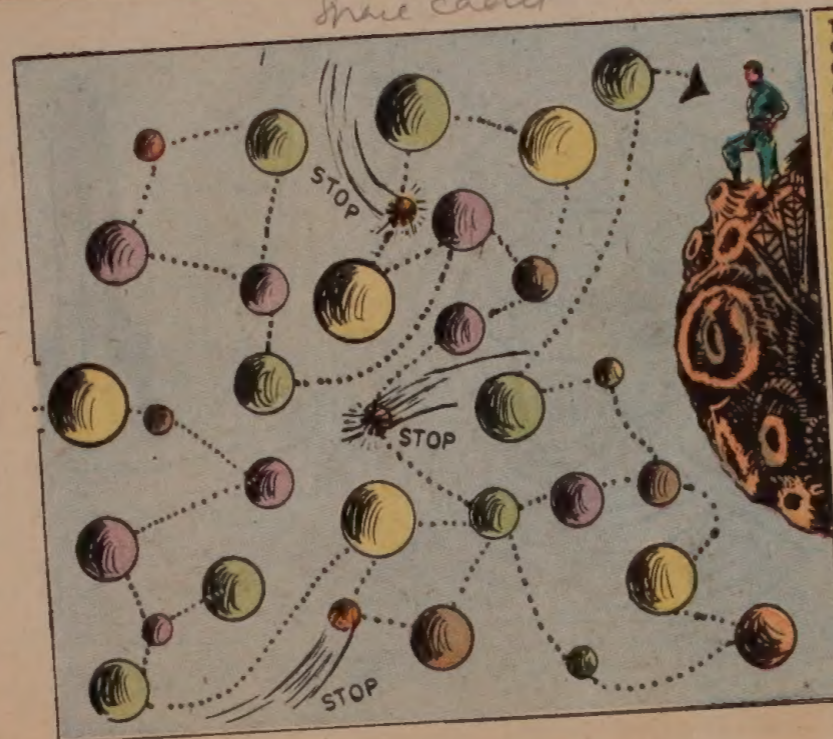
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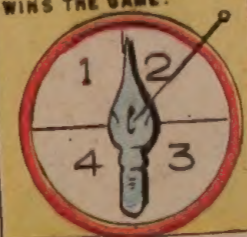
1952

Space Cadet

Space cadet 1952 oct



THREE OR FOUR SPACE
CADETS CAN PLAY THIS
GAME. FIRST TAKE AN
ORDINARY PEN POINT
AND MAKE A SPINNER
OF IT, AS IN THE PICTURE
BELOW. IF THE PLAYER
SPINS TO 1 HIS ROCKET
FLIES TO THE NEXT
PLANET; IF HE SPINS
TO 2, THEN HE MOVES
AHEAD TWO PLANETS,
ETC. BUT IF HE
SHOULD LAND ON A
PLANET ALREADY
OCCUPIED, HE MUST
GO IN ANOTHER
DIRECTION OR LOSE
HIS MOVE. THE ONE
WHO REACHES TOM
CORBETT FIRST
WINS THE GAME.



Space Cadet

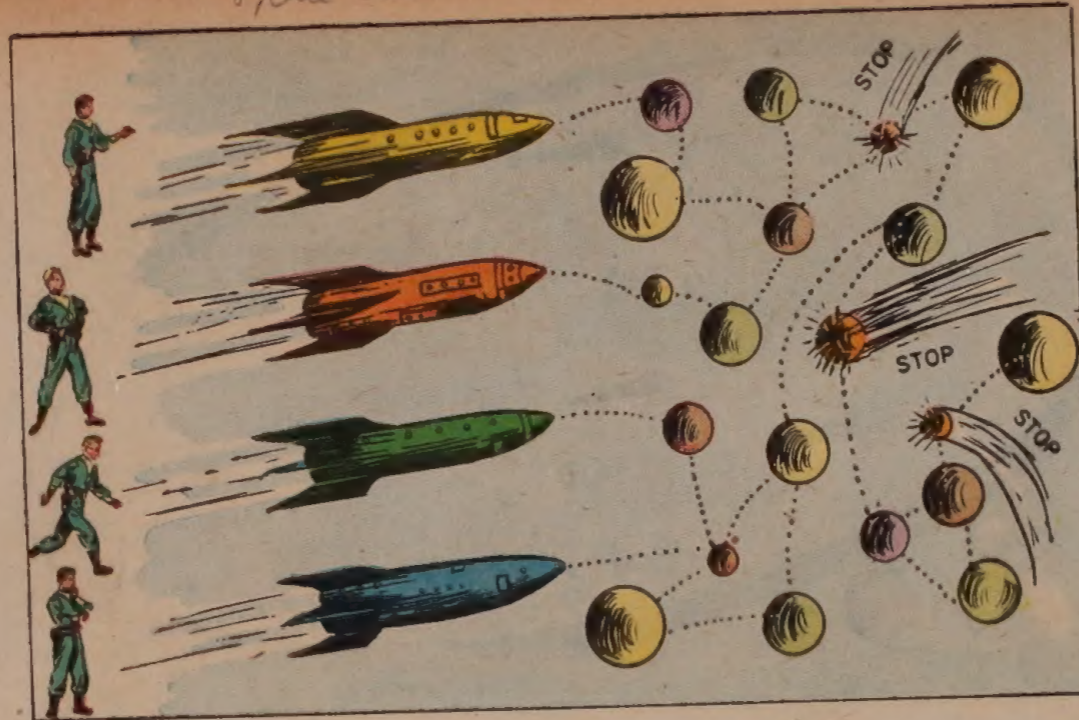
1952 oct



TOM IS TRYING TO GET TO HIS ROCKET, BUT FIRST HE MUST PICK UP HIS EQUIPMENT IN THE SIGNAL HOUSE. CAN YOU SHOW HIM THE WAY THROUGH THE MAZE WITHOUT CROSSING ANY LINES OR THE ROUGH STELLARIAN ROCKS?

TOM CORBETT appears in SPACE CADET comic magazine.

Space Cadet 1952 oct



Home Cadet

1952 Oct.

